



A MONTHLY NEWSLETTER  
COVERING VIDEO GAMES, ANIMÉ,  
AND OTHER INTERESTING STUFF  
VOL. 1 • No. 7 • JAN. 1998

# ON SCREEN



ALL TITLES, CHARACTERS, AND  
DISTINCTIVE LIKENESSES THEREOF  
ARE TRADEMARKS OF THE  
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Cover art by Shawn "The Shred Man" Dumas

1998:  
Year of the Horsemen?



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## WELCOME!

Greetings, loyal followers!

A lot's been going on around here lately. Firstly, there was that whole holiday.... thing; secondly, our head honcho just became a proud poppa. Congratulations to Xot on the birth of his little girl and best wishes to the family.

However, all this activity has really put us behind schedule! Our "drastic, sweeping changes" haven't really kicked in yet, and we're all having a hard time finding time to get things done. We apologize to our readers and hope to be back on track next issue.

Until then, we have a look at yet more fighting games for ya with Dragon Ball GT and Star Wars: Masters of Teräs Käsi. Also, we have a special look at the members of *On Screen's* newest tradition, "Animé Night." See what happens when three guys get together

to view the most fantastic form of animation in existence.

So sit back, enjoy the ride, and let's hope next month isn't as hectic!

**-SHAWN "THE SHRED MAN" DUMAS**  
On Screen Columnist

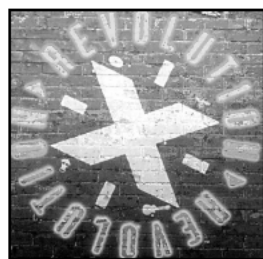
## E-MAIL US!

On Screen can be reached  
on the Internet at:

You can also reach us via regular mail at

## Shoot stuff in the privacy of your own home

Revolution X finally reaches a price point where it's worth actually owning



System: Sega Saturn  
Publisher: Acclaim  
Release Date: 1996

**TONY "XOT" MORSE**  
On Screen Editor

*Editor's Note: This is the first in what we hope will be a series of reviews of 'bargain bin' titles you can find brand new for under \$15.*

*Revolution X* is by no means a new or innovative game. But unquestionably, there's something fun about soaking hundreds of drones in gallons of their own blood while listening to Aerosmith. And that's exactly what *Revolution X* is.

The basic plot here is that the "New Order Nation" has imposed a totalitar-

ian regime in which "fun" things like video games and music have been banned. As one of the last free-minded youths, it's up to you to stop them, while rescuing the "world's greatest rock band" along the way.

Compared to the arcade game, the Saturn version of *Revolution X* is missing a lot. There are several Aerosmith tracks missing, and those that are present have been hacked to only feature one verse. The background music seems to suffer from over-replay as well. The most glaring omission is support for any type of peripheral. No light gun, which is what this game was designed to be played with, and no mouse, which could have helped the game with some of its control problems. They tossed in a cursor-speed select as a bone.

The entire game, though, seems to be intact. Every secret area is there, as are all the hidden paths to get the Aerosmith band members. Unfortunately, the digitized graphics got mangled, and all the celebrities have been squished into blobs of unidentifiable pixels.

That's not to say the game sucks, though. While the port could have unquestionably been better, you now get to blast the bejeezus out of stuff without having to insert a quarter every forty seconds. The low price of this now-outdated title makes it cheaper to own than to actually play. And with variable levels of difficulty, the enjoyable lifetime of this game is longer than you might think. Higher difficulty levels add more enemies and increase the damage ratio, so while Easy is a cakewalk, even Normal is considerably challenging. (My wife and I have beaten Easy with only one continue between us. We haven't beaten Normal at all yet.)

Now that *Revolution X* is dirt cheap, it's probably worth picking up if you're a shooter fan. Even if you're just an Aerosmith fan, you might enjoy listening to the tunes in your CD player. Since this game has been spotted in the bargain bins, hey, how much have you got to lose? You can always trade it in during some sort of special and get most of your money back.

# Street Fighter Collection finally released

*PSX & Saturn versions each have own advantages and disadvantages*

**Systems:** Sega Saturn, Sony Playstation

**Publisher:** Capcom

**Release Date:** December, 1997

**TONY "Xot" MORSE**

**On Screen Editor**

After what seemed like an eternity and then some, Street Fighter Collection finally found its way into our grubby little paws. Yes, we love it. Yes, we play it to death. And yes, we're going to answer the tough question: which version is better.

SF Collection contains two discs, one with Super Street Fighter II and SSF2 Turbo, and one with Street Fighter Alpha 2 Gold, known as SF Zero 2 Alpha in Japan. The first two are, more or less, arcade-perfect translations (more on this later). Alpha 2 Gold is the upgrade to Alpha 2 released in Japanese arcades to address what players considered to be the game's major faults. To be thorough, I'll be examining each game separately.

## Super Street Fighter II

Oh look, it's Super Slow Fighter. Admittedly, I couldn't care much less about this game. It's grossly imbalanced and slow as molasses in January. About the only reason you'll ever play this is to finally have a home version of the Flaming Barrels bonus stage. Whoopee.

## Super Street Fighter II Turbo

Ah, now *this* is a game. ST marks the first appearance of what are now staples of the Street Fighter universe: Throw Softening, Super Combos, and Akuma. After playing a lot of the Alpha series, ST will not feel as foreign as, say, Champion Edition might. In fact, the direction most Alpha characters took comes directly from ST. Ryu's overhead chops and dashes come from here, as do Ken's patented Krazy Kicks.

It's very easy to get back into Super Turbo. The reappearance of some characters sorely missed in the Alpha series (Vega, Fei Long, Cammy, E. Honda) alone makes this game worth owning. Add to that the best fighting engine of the SF2 series, and you have one of the best fighters ever.

Both versions of Super Turbo are outstanding. Both feature all the animation frames and an arcade-perfect soundtrack. The edge, however, has to go to the Playstation.

The Saturn version does have significantly less load time, as well as brighter colors. It also features a Screen Adjust so you can modify the playing area to fit your television better. But the Saturn's downfall is the dreaded beast SLOWDOWN. Back from the SNES days, the game noticeably slows down when you have large sprites (Vega, Balrog, Zangief) fighting on active stages (Dee Jay, Fei Long, T. Hawk). It's bad enough that if playing on Turbo 3, your next fight seems almost twice as fast. For some reason, the Saturn version also doesn't allow you

to set an "All Three" button. This makes moves like Vega's flip, Zan's clothesline and Hawk's dive tough to perform on Saturn.

## Street Fighter Alpha 2 Gold

I'm not going to go into great depth on this one simply because there isn't a lot that's new. A new color scheme for the meters and a Survival Mode have been added for flavor, but there are a few significant changes as well.

Addressing Japanese players' concerns, Alpha counters now consume 1.5 levels of super meter, making repeated AC'ing less likely and more costly. Additionally, Custom Combos (whose activation has been changed to Fierce + Roundhouse) now drain your meter quicker. There have also been a few new moves scattered around (listed below).

Both versions feature all the hidden characters: Evil Ryu and Shin Akuma, as well as 'classic' versions of Zangief, Dhalsim, Chun Li, Bison, Sagat, Ken and Ryu. They have no super meters and can't soften throws, but act more like their SF2 counterparts, with different special moves (sometimes) and animation frames. Plus, finishing Arcade Mode with Bison enables Cammy in versus mode (press Start 5 times on Bison).

The Saturn version wins this war. Like Alpha 2, the Saturn has more frames of animation (backgrounds actually animate!) than the PSX version. And, for some reason, the Training mode was eliminated from the PSX version. The PSX counters with clearer voices and a graphical shortcut screen, but the Saturn clearly has more options and a better looking game. They also threw in a remixed version of Sakura's music.

The bottom line is, ask yourself why you're buying this game. If you're buying it solely for Super Turbo (like I did), get the PSX version. But Alpha 2 Gold, like Alpha 2, is better for Saturn. If you're on the fence, I say PSX. Alpha 2 Gold is 100% playable on Playstation, but the slowdown on Super Turbo makes it questionable on the Saturn. It's your call.

## ALPHA 2 GOLD: NEW MOVES

### DHALSIM: Super Yoga Flame

→ ↘ ↓ ↙ ← (x 2) + P

Requires super meter. Same as Super Turbo version.

### GUY: Raging Demon

→ ↘ ↓ ↙ ← (x 2) + 3P

Requires Level 3 super meter. 10 hits. Short Range.

### RYU: Red Fireball

← ↙ ↓ ↘ → + Any Punch

Similar to Super Turbo. 1 hit, doesn't knock down.

### SAGAT: Super Taunt

↓ ↘ → (x 2) + SELECT (PSX)

Just like Dan's, except it's not funny. Requires 1 level.

### SAKURA: Jumping Slap

→ ↓ ↘ + K, while in air, P

Performed like Rolento's knife. Mostly useless.





# Teräs Käsi an interesting amalgam of fighters



**System:** Sony Playstation

**Publisher:** Lucas Arts

**Release Date:** December, 1997

**TONY "XOT" MORSE**  
On Screen Editor

*Star Wars: Masters of Teräs Käsi* brings the always popular *Star Wars* license into the always crowded arena of 3-D fighters. Admittedly, without the lure of the Lucasarts name, I'd probably never have given it a first look, let alone a second. But surprisingly, behind the obvious marketing gimmick lies a pretty decent game.

The plot of *Masters* takes place somewhere between the end of *A New Hope* and the end of *Return of the Jedi*. The first Death Star is destroyed, the second is currently under construction (you can see it in orbit around Endor). To combat the



Arden Lyn

growing power of the Rebel Alliance, the Emperor has enlisted the services of Arden Lyn, the last master of the forgotten hand-to-hand combat art known as Teräs Käsi. When the rebels hear of this, they too begin to hone their skills.

The game features eight playable charac-

ters from the start: Luke, Leia, Han Solo, Boba Fett, Arden Lyn, Chewie, Thok (a Gammorean Guard), and Hoar (a Sandperson). Playable, but hidden, characters include Darth Vader, Mara Jade, Slave Leia (same character but in Jabba's prisoner outfit), your generic Stormtrooper, and Jodo Kast. Enabling most hidden characters only requires you to finish the game with a certain character, sometimes on higher difficulty levels. Each character features two distinct costumes for the one and two player sides (selectable with the L/R buttons). It is possible to have both characters play the same costume for added confusion.

This game features an outstanding soundtrack, straight from the *Star Wars* Trilogy, complete with the *Star Wars* fanfare and the Imperial March (what would a *Star Wars* game be without the Imperial March??!!). Just pop the game disc into any CD player to hear what I'm talking about. *Masters* features exceptional graphics as well. It's not always easy to translate real, live human actors into polygons, but they did a reasonably good job with these. The non-humanoids are extremely well done; Thok is one of the best looking polygonal monsters outside of *Final Fantasy 7*. The backgrounds, taken directly from the movie, truly shine, with such wonderful distractions as ATATs stomping alongside the arena and combat droids shooting each other in the distance. Featured are all your favorite locales: the Death Star, the Carbon-Freezing Chamber, Hoth, Endor, and Tatooine, to name just a few.

Believe it or not, it even plays well. Combining traditional Street Fighter type moves with a Tekken-

esque combo system, the game holds up pretty well with some nice touches. Most characters have a weapon they can draw or holster to perform different

moves (everyone has one, some just can't put it away), and the four-level super meter requires strict management. Some basic moves require one level, Supers can be performed with 2-4 levels, and some moves (most of which are unblockable) require all four levels. On the down side, these maximum-level supers are essentially a way of trading meter for damage. This might have been alleviated by resetting the meter between rounds.

The difficulty is relatively light (we enabled 2 hidden in one day), but the allure of the characters makes the game much more entertaining. Tekken masters will blow through this game, but *Star Wars* fans will keep coming back for more.



Thok



Han Solo

## Fatal Fury makes the transition to animé seamlessly

**TONY "XOT" MORSE**  
On Screen Editor

Somewhat to my surprise, this is one of the best animé movies I've seen in quite a while. While the plot of the *Fatal Fury* games is mediocre at best, the film totally disregards it and comes up with its own excellent, original plot.

As your typical animé supervillain searches the world for the pieces of a god-like suit of armor, the original *Fatal Fury* trio gets mixed up in this mess and tries to stop him. The main characters throughout the film are Joe Higashi, Terry and Andy Bogard, with Mai (oh, my) Shiranui thrown in to provide the requisite female influence. There's plenty of cameos from other *Fatal Fury*

stars, including Billy Kane and Kim Kaphwan. Terry, though, is the central protagonist.

The movie takes place in several locations, with chaos ensuing just about everywhere, from ancient temples to dinner parties and parking lots. The fight scenes are excellent, with plenty of explosions and chi blasts and the like lighting up the screen. And there's a refreshing lack of still-frame shots.

After watching this, I definitely felt the need to watch its prequels, but I was by no means confused as a result. This is an excellent action flick with some familiar faces thrown in to identify with. Overall, an excellent addition to your animé library.

And thanks to Andy Bogard for coming up with our new tagline: "Do I gotta?" (Watch and learn.)



# Martial arts adventure takes to the skies

*Dragon Ball GT adds some much-needed variety to the 3-D fighting genre*

**System:** Sony Playstation

**Publisher:** Bandai

**Release Date:** November, 1997

## SHAWN "THE SHRED MAN" DUMAS On Screen Columnist

This game finally delivers something new to the incredibly crowded field of one on one fighting games. *Dragon Ball GT* plays like no game that I personally have ever played.

Being totally different has both good and bad points. First and foremost, the game has a tremendous learning curve. The first match I played, I was absolutely toasted while I sat there trying to figure out how to move. *Dragon Ball GT* features some 3-D movement (more than a lot of other 3-D fighters out there), plus something unusual: every character can take to the air and engage in mid-air combat— a feature that often leads to ridiculous chases just to get close enough to attack.

However, if you choose not to chase your oppo-

nent, you can use your one-button projectile to tag him. Each blast drains a bit of energy from you "power gauge," and firing a projectile on an empty meter will swoon your character for a few seconds. There is also a super fireball move that has a God-awfully long animation sequence, which can thankfully be shut off.

Another overly complex combat features is the "Meteor Smash," which involves many annoying button tap/mashes to use effectively and is more of a nuisance than anything else. To be fair, I suppose if one practiced the damn move, it can be lethal. Practice is essential to any game's mastery.

As for the games visuals... well, by now you should all know how I feel about @\$#?ing polygons. But, I must admit, the characters look like who they're supposed to. The backgrounds are fairly boring, especially since most of the time you're in the sky. Music is pretty good, though.

Overall, I think *Dragon Ball GT* is an okay game. Fans of the series may have more of a reason to latch onto it, but I personally haven't had the time or ambition to sit down and master it.

## The experience that is Animé Night

### SHAWN "THE SHRED MAN" DUMAS On Screen Columnist

Good food. Good friends. Good flicks. These words, innocently uttered by Xot at our inaugural Animé Night, have become the heart and soul of what the evenings are about.

Animé Night is usually attended by at least Xot, Haposai and myself. Coordinating the events takes some time to work around busy schedules, but is well worth the effort. The three of us will sit around the almighty glowing god that is television and watch as many hours of animé as we can cram in, with intermissions of gaming thrown in.

Anything goes for Animé Night— if it's Japanese animation, we'll watch it. (And on the rare occasion that it sucks, we'll never watch it again.) The worst thing that may happen is we get our own Mystery Science Theater thing going. As long as we all have a good time, nobody cares.

The agenda for any given evening is often a mixture of carefully plotting and organized chaos. Usually, there is at least one established "feature" for the evening, and the rest is spur of the moment. Sometimes, there are theme nights, such as "all video game animé." One day, we fully intend to watch all the episodes of *Street Fighter II: Victory* (all fifteen hours), marathon style, topped off with the SF2 movie.

Unlike most of the animé "purists," our clique tends to prefer English dubbed flicks over the subtitled ones. In fact, it was only recently that we broke down and watched

our first subtitled video— New Cutey Honey. We derived great joy from quoting Grandpa Danbei's Janglish moves ("Dash!"). After that, we've accepted the subbed movies more readily. By the way, I should mention that by "we," I usually mean "me," as my own personal collection is usually the source of our viewing pleasure.

I think I can safely say that the group's favorite title is *Ninja Scroll*. No other title has brought such a positive response to all who've seen it. Other favorites include *Vampire Hunter D*, *New Cutey Honey*, and a newly found favorite, *Dragon Half*. Next month, we'll go into more detail on the criteria we use to acquire new animé for the On Screen Animation Society.

say  
**WHA7??!!**

Some of our favorite misinterpretations of assorted fighting game quotes. Submissions welcome!

If you don't get it, you haven't played the game!

**"A toxic cookie!"** —Ken's Hurricane Kick, Super SF2

**"Sure you can!" "Show Ryu In!" "Oh, mucus!"** —Ken/Ryu's Dragon Punch, Classic SF2

**"I'm Pukin'!"** —Ken/Ryu's fireball, Classic SF2

**"BEER!"** —Zangief's SPD, SF Alpha 2

**"Fuckin' Misery!"** —Bishamon's win pose, Night Warriors

**"Rising Taco"** —Terry Bogard's Rising Tackle, Fatal Fury 2

### NEXT ISSUE

Next time around we hope to include the return of Xot's Classic Corner, with a look at those wonderful, often overlooked 2600 games: those that use Paddles.

Plus, the Bargain Bin opens up with *Virtua Fighter Kids* (\$4.96 at WalMart!!) and we keep up the Animé Ramblings with *Dragon Half*.

# Another look at the system wars

*Are the best systems making the most money? Will the 64 DD be a factor?*

**TONY "XOT" MORSE**  
On Screen Editor

With the Christmas season come and gone, I'd like to take some time to reflect on today's system wars: who's winning, who *should* be winning, and why.

Before I do, let's take a look at the most recent system war in history: Super NES vs. Genesis. In the end, Sega won this one, with a slight edge in total systems sold. (I don't have the exact numbers, but I even got Nintendo reps to admit to it.) Why? Largely because of EA Sports titles. The Genesis, with a faster processor speed, could handle large numbers of sprites without slowdown. Later SNES games eventually matched the Genny's quality, but the majority of the sports fans had committed to a system by then.

The SNES, though, was superior technologically. With more on-screen colors, larger capacity cartridges and true 16-bit stereo sound, the best games were better on the SNES. When titles were released on both systems, the SNES version almost always shone brighter, but the Genny version was more than adequate.

The SNES still made lots of money, and still clings to life today. Nintendo's main strength was exclusive titles. The top SNES games, such as Final Fantasy II and III, Super Metroid, Zelda 3, Chrono Trigger and Donkey Kong Country were never to be seen on the Genesis. What could Sega counter with for killer exclusives? The only ones worth mentioning are the Sonic series and Ecco the Dolphin, both of which are merely mediocre.

Cut to 1997, where three systems are battling it out for your dollar. According to most estimates, the leader is the Playstation, followed closely by the N64, and the Saturn trailing far behind, despite being the first system released. It's worth noting that the Playstation was released about a year before the N64. And I am of the belief that the PSX deserves to be on top.

The Playstation is by far the most versatile system out there right now. There is no shortage of games for any genre. Sony offers a nice mix of fighters, RPG's, shooters, racing games, and puzzle games. The Saturn has an excellent mix of these too, but the sheer number of titles on the PSX outdoes the Saturn here. And with the exception of RPG's, there are more games in each genre for the PSX than there are in the *entire library* of the N64. The N64's selection of just over 30 games is bloated with racing titles, features no RPG's, and only one puzzle game. It's also worth mentioning that at least two of the N64's five fighters are actually *better* on the Playstation.

Again, Nintendo is trying to win the war with its exclusive titles. But Sony can play that game too. Mario 64, Wave Race, Shadows of the Empire and Star Fox 64 have to contend with the likes of Final Fantasy 7, Wild Arms, Masters of Teras Kasi, and Jet Moto. The

Playstation also has top PC software like the Wing Commander, Rebel Assault and Dark Forces series.

The poor Saturn lags way behind. While remaining the system of choice for true RPG'ers (the Shining series, Guardian Heroes) and Capcom fighters (Street Fighter Alpha series, Night Warriors), the system overall pales in comparison to the Playstation. Flashier graphics do sell systems, and the Saturn just doesn't have them. And again, there are just not enough exclusive Saturn titles to make it a must-have system. The best reasons to own a Saturn are Night Warriors and Virtua Fighter 2. Most people have moved from VF to Tekken, and Night Warriors is a cult classic; not a mainstream hit by any means. And the other Capcom fighters make slightly inferior, but still excellent, appearances on the Playstation.

Nintendo still fails to realize two vital points. The first is that hardly anyone wants to make cartridge games anymore. They're too expensive and have too many space constraints. (How many N64 games have full motion video?) Games have been woefully few and far between, and when they show up, they tend to be short. While younger gamers will whine for Mario

for Christmas, teen and adult gamers (Sony's target market) want something more than *stellar graphics and weak game play*. And as long as key developers such as Eidos, Capcom and Square continue to shy away, the N64 will never have the top games in the marketplace. The Playstation seems to be the choice for retro-gamers as well, with the top-notch collection packages from Namco and Williams/Midway.

Nintendo's 64 DD add-on, which N64 advocates claim will revolutionize home gaming, simply won't. The only worthwhile use I see for it is additional levels for Doom and other titles, but the reason this idea caught on in the PC market was because these levels were *custom-designed*. You won't be able to make your own Doom 64 levels. You'll have to play pre-packaged ones, which are never as much fun. Plus you'll have a severely limited number of them as compared to the PC. Granted, programming your own Mario 64 levels would be kind of neat, but you won't have that option.

The preceding paragraph will most likely be a moot point anyway, since I truly believe that the 64 DD, like the SNES CD-ROM, is vaporware.

It seems to me that unless you're a really focused gamer and only enjoy one or two genres, then the Playstation is the best system to pick up. If you want to focus only on, say, racing games and shooters, the N64 may be a wise choice. If you only care about 2-D fighters and RPG's, the Saturn is a good buy. But you could buy a Playstation and have an adequate selection of all of those genres, and then some. This, to me, is the Playstation's knockout punch.

